FAQ v1.0

RULEBOOK

Attrition Damage
This term only refers to the damage you might suffer during the Attrition Phase.
When you suffer (i.e. the monster's damage value, printed on the stance cards) as a consequence of other effects in the game, such as any Behavior card resolution or Unleash, that damage is not Attrition damage.

Can I discard more cards than needed to pay for a Stamina cost?
No, once you generate enough stamina to cover the cost, you cannot discard any more cards. Essentially, the player proceeds by discarding one card at a time from his hand and must stop when he has generated enough to pay the cost. Consequently, you do not have to discard any card to pay for a 0 Stamina cost.

Can I forge gear or brew potions of different levels?
No, you can only craft equipment or prepare potions that are listed in your current Forge/Herbalist cards. Therefore, the equipment/potion level always match their related Forge/Herbalist.

Can I have different levels of the same potion?
Yes, it could happen, if you have unused potions left after advancing to a new aggression level in your campaign. Having a previous level does not prevent you from preparing the same potion at your current Herbalist level.

Can I play more than five cards in my sequence?
No, that is the standard sequence limit (see page 112). There are, however, effects that can increase or decrease your sequence limit.

Can I use the Revive action while in a sector with a Fire terrain?
Yes, it is possible to use the Revive action since a Fire terrain only prevents you from playing cards in your sequence.

Can I use Vulnerable on the very same attack that applied it?
No, Vulnerable becomes available only after resolving the effect or card that generated it. So you can take advantage of Vulnerable only with the next attack or source of damage.

Do all monsters have the same number of cards?
No, not necessarily. The number of Stance, Peril, Objective and Behavior cards may differ between monsters. When in doubt, check the Components List, specifically pages 40, 41 and 42.

If a card says you have to immediately move, can I move for free?
No, unless specified otherwise, moving always costs 1 Stamina (see Move/Movement on page 110). This cost may also be modified by certain effects, for example the Sand terrain increases it by 1 (see Terrains on page 90).

If I cancel a Behavior effect, do I prevent Rampage Behavior cards from triggering?
No, when you cancel a Behavior effect, you only skip the first step of that card's resolution (the Reaction step, see page 32). You still complete that card resolution and Rampage cards will trigger during step 2.

What happens if I play an Attack card, but while paying for its Stamina cost inflict enough damage to cause a Stance change, and end up in a protected sector?
In this situation the sector becomes protected, but your Attack card is considered to have already been played. Therefore, you resolve your Attack card effect as normal.

What happens when I need to identify a target for an effect, but two targets are equally valid?
You should apply the Primal rule and select based on the worst case scenario, but since it may not always be clear what that might be, players are encouraged to decide freely.

Why are there multiple Wound cards?
Additional wound cards after the first might be useful during the campaign. They are not used in the Expedition mode.

MOUNT HAVOC

If I play two offensive cards, a defensive, then two more offensive cards, does Battle Dance activate again after the interruption?
Yes, Battle Dance activates every time you play consecutive offensive cards in your sequence.
Even if you complete a full Battle Dance sequence, you can start a new one, provided that you manage to increase your sequence limit enough to accommodate for it.

CARDS

Electric Whip (Thunder)
You cannot use the Electric Whip on Behavior cards without a Boost effect.

Irden - Level 3 (Potion)
The attrition phase is part of a player's turn. Therefore each player has their own distinct attrition phase. The effect of this potion only refers to the attrition phase of the hunter who consumes it.
Only the player that consumes the potion skips their attrition phase.

Leverage (Thoreg – S)
The text of the card says "*max: 5 cards*". This limit refers to the maximum number of cards you can draw through this card's effect.
Note: the number of cards you can have in your hand during your turn is not restricted by your hand size limit. You only discard down to your hand size limit at the end of your turn.

Spined Armor (Horn)
The effect of this armor replaces the standard rule about gaining Stamina tokens. Normally, at the end of your action phase, you would gain 1 Stamina token if you have at least 2 cards in your hand (page 26 of the rulebook). With all levels of this armor, you gain Stamina tokens as described by the card's text instead.

Thunder Armor (Thunder)
The effect does not trigger when you discard your whole hand of cards due to being KO'd.

Unbreakable (Ljonar – Mastery)
When you are KO'd, you first fully resolve the procedure described on page 29, then you focus your mastery and apply its effects.

Until the end of this round / Until the end of the round
Few cards use the former, most use the latter phrasing.
Both are equally valid and produce the same result: the effect lasts until the end of the current round.

TIMING

At the end of your turn
All effects with this trigger will resolve after the three steps described on "End of the Player's Turn" (page 30).

Terrain tokens
Unless otherwise specified in their specific rules, all the terrain tokens can be considered part of the **Other cards** category in relation to the Card Resolution Timing described on page 35.

Baethanis
The effect of this terrain is equivalent to an armor, helm or item card's **Start** effect, so it follows the Card Resolution Timing on page 35 and can only be resolved after all other effects with the same trigger but of higher priority have been resolved. If there are a Peril and/or Behavior card that activate at the start of a player's turn, for example, those would do so before the Baethanis.

Blind
Removing the Blind token is equivalent to an armor, helm or item card's **Start** effect, so it follows the Card Resolution Timing on page 35 and can only be resolved after all other effects with the same trigger but of higher priority have been resolved. If there are a Peril and/or Behavior card that activate at the start of a player's turn, for example, those would do so before the Blind token.

Plateau
Stepping off from the Plateau is the very first thing that happens on the turn of a player who was still on it. It precedes everything else and therefore you cannot, for example, use the Plateau to prevent a Behavior from triggering.

Synaerea
The effect of this terrain is equivalent to an armor, helm or item card's **Start** effect, so it follows the Card Resolution Timing on page 35 and can only be resolved after all other effects with the same trigger but of higher priority have been resolved. If there are a Peril and/or Behavior card that activate at the start of a player's turn, for example, those would do so before the Synaerea.

ERRATA

RULEBOOK

Hunter Decklists: Mirah – The Great Bow (page 84)
The level 2 and level 3 decklists mention a Parry card named **Nock the Arrow**. That card does not exist, it should be the card **Arrow Snatch (A1)** instead.

Keywords: Assist
The definition in the glossary differs from the one on page 24. The latter is correct: an Assist can only be used during the Action phase of a turn.

Keyword: Stun
The last paragraph of the definition in the glossary erroneously mentions choosing another *player to reveal attack cards*. The last paragraph should say: *You still choose a player to reveal attack cards and deal their weapon damage to the monster, as the normal Stun effect states.*

Permanent (Glossary - Keywords, page 111)
This keyword is not affected by Blank. A permanent card stays in play until the end of the scenario, unless otherwise specified by the card itself (see, for example, Vyraxen's objective Hit the Tail).

CAMPAIGN BOOK

Quest 22 – By the corals' gleaming light
The first part of the very first paragraph is repeated twice.

CARDS

Straight in the Heart (The Awakened)
Exile is a keyword erroneously left out of the Rulebook and only described in the Ice Expansion.
The effect of exile is the following: *When you are instructed to exile a card, put that card in your exile zone. Each player has an exile zone, which is a game zone outside the field of play. Interactions with exiled cards are dedicated exclusively by card abilities.*

Tail Swipe (Toramat – Behavior)
The first paragraph of the effect does not specify where do players reveal a card from. It should say from their hand.

Climbing the Mountain (Morkraas – Objective)
The objective does not mention what happens if a player's hunter is still on the monster board at the beginning of their turn. If so, they must immediately step off it and place their miniature in the front sector.